PAC-MAN 2

THE NEW ADVENTURES™

INSTRUCTION BOOKLET

The Game Creators

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

namco
The Game Creator

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WELCOME TO PAC-WORLD!

You are about to enter a cartoon universe that is home to the greatest video-game hero ever: Pac-Man! In Pac-World, Pac-Man is free to explore every nook and cranny of a wild and wacky cartoon land. Along the way, he goes on some way-out adventures (and even runs into a little trouble). The world's first interactive cartoon concludes with a battle against the Ghost Witch of Netor to return all the stolen bubble gum to the kids of Pac-City!

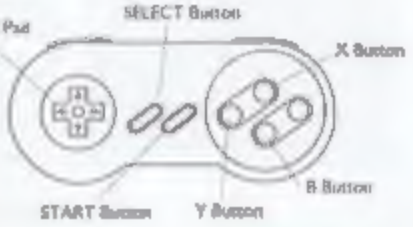
Unlike any game you've ever played, in *Pac-Man 2* you don't directly control Pac-Man, because he has a mind of his own! Instead, you guide and help him with Namco's innovative Character Guidance Interface™ (CGI™). With CGI, you'll have Pac-Man following your every direction in no time at all! There's even a tutorial mode that shows you exactly how to interact with Pac-Man.

So get ready for an interactive cartoon adventure unlike anything you've ever experienced!

STARTING THE GAME

1. Turn your Super NES OFF. WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into port 1 on the Control Deck.
3. Insert the *Pac-Man 2* Game Pak, label facing front, into the system slot.
4. Turn the system ON by sliding the POWER bar toward the Game Pak slot.

THE GAME CONTROLS



[B Button] PRESS TO PULL SLINGSHOT BAND, RELEASE TO SHOOT

[Y Button] IN CONJUNCTION WITH CONTROL PAD, MAKES PAC-MAN LOOK IN AREA OF TARGET SITE. ALSO USED TO MAKE PAC-MAN CHANGE THE DIRECTION HE'S WALKING

[X Button] SHOOTS A POWER PELLET

[Control Pad] MOVES POINTER, CHANGES THE TARGET SITE, INDICATES DIRECTION

[START Button] DISPLAYS ITEM GUIDE & PASSWORD INFO

[SELECT Button] DISPLAYS THE PAC-LAND SCREEN

Tips – Push the B Button to pull the slingshot's elastic band, aim with the targets sight and let go of the B Button to make your shot. Watch out—if you don't pull the elastic completely, it won't shoot far enough. Besides hitting objects in Pac-World, you can use the slingshot to get Pac-Man's attention, hit him—or make him jump!

THE GAME SCREEN

Position the pointer anywhere on the Pac-Land Screen and tell Pac-Man to look (by pressing the Y Button), or shoot the slingshot (by pressing, holding and releasing the B Button). Pac-Man will respond to your action!

If Pac-Man gets into too much trouble, he won't be able to get up! If this happens, the game resumes at the same location Pac-Man left off. You get unlimited chances to help Pac-Man complete his tasks!

THE ITEM GUIDE/PASSWORD DISPLAY

Press the Start Button to see an explanation of the Items. Use the Control Pad to position the pointer on an Item. Items Pac-Man currently has are highlighted. The Password to save your "cartoon in progress" is displayed at the bottom. To return to the Main Screen, press the Start Button.

THE PAC-LAND SCREEN

Press the Select Button to display the Pac-Land Screen. To return to the Main Screen, press the Select Button again.

GOALS FOR EACH STAGE

The Practice Stage (skip by pressing start)
Here's a "cartoon short" to get you started! It begins in the Pac-Family garden. When you start the game, Pac-Man will explain how to interact with his cartoon. Just follow the instructions!

The First Goal: "Hunt & Gather"
It's off to the farm to find milk to feed Pac-Baby! Beware of the farmer, who only *appears* to be dozing. Find the milk and return to the Pac-Man home.

The Second Goal: Birthday Surprise
Ms. Pac-Man wants some flowers for Lucy's birthday, so it's off to the Mountain Top. The view is so breathless, Pac-Man nearly forgets why he went to the Mountain Top in the first place! Look for a vine in the tree to access a shortcut for your return trip.

The Third Goal: Rock 'n' Roll
The ghosts stole Junior's guitar and took it to the city! They developed a good disguise though, so you'll want to thoroughly check out everyone you meet! Recover Junior's instrument, return home and Pac-Junior will jam for you!

The Final Goal: Defeat the Ghost Witch
If Pac-Man clears the last Goal, he can move around the entire Pac-Land Screen. But Pac-Man has to stop the Ghost Witch of Netor, who stole all the bubble gum from the kids of Pac-City. Help Pac-Man become the hero and return the bubble gum!

THE CAST OF CHARACTERS

The Pac-Family
Pac-Man
Ms. Pac-Man
Pac-Junior
Pac-Baby
Lucy
Chomp-Chomp, the family dog

Animals, Ghosts & Such
The Ghost Witch of Netor
The Ghosts (Inky, Pinky, Blinky and Clyde)
The Gum Monster
Gizmo the Attack Cat
Bull-Dog
Cassie the Cow
Vel-Crow

People
George the Crazy Car Driver
Ron the Restaurant Owner
Farmer Fred
Dottie the Department Store Clerk
Pablo the Painter
Horace the Hot Dog Vendor
Dan and Veronica, two kids from Pac-City
Ted and Jed, the Crooks
Rick the Ropeway Conductor
Nick the Train Conductor
Howard the Balloon Guy
Dennis the Door Slammer

ITEMS

There are plenty of items for Pac-Man to pick up while he travels on his adventures, but he needs your help or he might walk right past them! Keep your eyes open for the following items, and when you see them, call Pac-Man's attention to them!

Power Pellet
You can never have more than three Power Pellets at one time. You'll need them when those pesky ghosts bug Pac-Man. Just shoot a Power Pellet at him and he'll turn into Super Pac-Man! Each time Pac-Man completes a Goal, his supply of Power Pellets will be replenished. Pac-Man can also find hidden Power Pellets—try shooting into the trees, for instance.

ID Card
As Pac-Man travels through Pac-World, he'll find ID Cards. Pac-Man will eventually need three ID cards to open the doors of the factory!
Hint: One of the ghosts has an ID Card.

Game Paks
If Pac-Man collects three *Ms. Pac-Man* Game Paks, he can play *Ms. Pac-Man* in the arcade.

Free Pass for the Ropeway
When you begin the Second Goal, you get a free Ropeway pass from Ms. Pac-Man. You'll need it to get to the Mountain Top!

Free Pass for the Train
When you begin the Third Goal, Pac-Man gets a Free Train Pass to go to the City.

THE ACTION STAGES

After you've mastered the basics, challenge yourself! In the middle of Pac-Land, there are two Action Stages. There's no time to lose... move Pac-Man around and get out of danger quickly!

The Hang Gliding Adventure
Hang on to your hat—Pac-Man is going Hang Gliding! Watch out for obstacles, and:

1. Press the Y Button to make the Hang Glider go up. Shoot Pac-Man with the slingshot and it will go down.

2. When the ghosts bother Pac-Man, use the slingshot!

The Minecart Adventure
Whoa—Pac-Man goes for a wild Minecart ride! Watch out for the rocky ledges!

1. Press the Y Button and the Minecart will go faster. After a while, it will go back to its normal speed.

2. Avoid the obstacles by shooting Pac-Man with the slingshot to make him jump.

3. When the ghosts come to bother Pac-Man, use the slingshot to shoot them out of the sky!

GAME TIPS

Try Shooting at Whatever You See!
Shoot the slingshot at just about anything. If the game is not advancing or Pac-Man is stuck somewhere, there might be something you haven't shot.

The Look Function is Important!
Don't forget that besides the slingshot, you can use the "Look" command to get Pac-Man's attention by pressing the Y Button and the Control Pad left, right, up or down. You'll probably get Pac-Man to look right or left to change direction, but you may be forgetting to have him look up and down!

Try Hitting Pac-Man, Too!
When Pac-Man can't reach something, shoot him with the slingshot and he might jump to get it.

It's Important to Monitor Pac-Man's Mood
If Pac-Man doesn't respond to your requests, he's probably in a bad mood. When he's angry or feeling down, it's tough getting him to do anything. But when Pac-Man has something to eat, you can see his mood improve. Experiment, and you'll discover how to keep Pac-Man's mood "up" through each adventure.

Get Rid of the ghosts with Super Pac-Man
When the ghosts appear, release a Power Pellet. When Pac-Man eats it, he becomes Super Pac-Man and will gobble up the ghosts!

Use the Y Button to change Super Pac-Man's directions. When the ghosts run to the edge of the screen, they transform into something else. Look around patiently.

When Pac-Man falls backward and passes out, the "cartoon" ends. But if you quickly hit him with the slingshot, he might snap out of it. If you hit Pac-Man too much he gets angry...and very uncooperative!

OUR OLD FRIEND PAC-MAN COMES BACK

In *Pac-Man 2* you can play the complete versions of the original *Pac-Man* and *Ms. Pac-Man* (The rules for both are the same). Depending on your score you can earn another

Power Pellet, so go for it!

1. When the screen changes, press the Start Button to begin. You start out with three lives.

2. Move Pac-Man or Ms. Pac-Man in four directions—up, down, right, left—with the Control Pad. Eat all the dots on the screen. When all the dots have been eaten, you've cleared the First Stage.

3. If you're caught by a ghost, you lose one life. When you lose all of them, the game is over.

4. You gain an additional life for 10,000 points.

Counterattack with Power Pellets

The big dot is a Power Pellet. When Pac-Man/Ms. Pac-Man eats it, he/she becomes invincible for a limited time and can eat ghosts.

Escape Danger With the Warp Tunnel

If you're about to be caught by the ghosts, go into the Warp Tunnel and quickly run away.

ENTERING NAMES AND PASSWORDS

When your score is in the top five you can enter your name on the list. Select the letters by moving the control pad right and left. Make your selection by pressing the B Button. Now you get to play the original *Pac-Man* directly by entering the displayed Password.

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Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak [PAK] shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

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2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Dept. at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

   Majesco Sales, Inc.
   244 Fernwood Avenue
   Edison, NJ 08837

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

- Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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